



## TFT LCD Approval Specification

# MODEL NO.: N154I3-L02

Customer NEC Computer

Approved by : \_\_\_\_\_

Note :

| 記錄                         | 工作                   | 審核                                  | 角色       | 投票     |
|----------------------------|----------------------|-------------------------------------|----------|--------|
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**CHI MEI**  
OPTOELECTRONICS CORP.

Doc No.:

Issued Date: Apr. 22, 2008

Model No.: N154I3-L02

**Approval****REVISION HISTORY**

| Version | Date          | Page (New) | Section | Description                              |
|---------|---------------|------------|---------|--|
| Ver 3.0 | Apr. 22, 2008 | All        | All     | Approval specification 3.0 first issued. |

## 1. GENERAL DESCRIPTION

### 1.1 OVERVIEW

N154I3-L02 is a 15.4" TFT Liquid Crystal Display module with single CCFL Backlight unit and 30 pins LVDS interface. This module supports 1280 x 800 Wide-XGA mode and can display 262,144 colors. The optimum viewing angle is at 6 o'clock direction. The inverter module for Backlight is not built in.

### 1.2 FEATURES

- Thin and light weight
- WXGA (1280 x 800 pixels) resolution
- 3.3V LVDS (Low Voltage Differential Signaling) interface with 1 pixel/clock

### 1.3 APPLICATION

- TFT LCD Notebook

### 1.4 GENERAL SPECIFICATIONS

| Item               | Specification                          | Unit  | Note |
|--------------------|--|-------|------|
| Active Area        | 331.2 (H) x 207.0 (V) (15.4" diagonal) | mm    | (1)  |
| Bezel Opening Area | 334.7 (H) x 210.5 (V)                  | mm    |      |
| Driver Element     | a-si TFT active matrix                 | -     | -    |
| Pixel Number       | 1280 x R.G.B. x 800                    | pixel | -    |
| Pixel Pitch        | 0.2588 (H) x 0.2588 (V)                | mm    | -    |
| Pixel Arrangement  | RGB vertical stripe                    | -     | -    |
| Display Colors     | 262,144                                | color | -    |
| Transmissive Mode  | Normally white                         | -     | -    |
| Surface Treatment  | Hard coating (3H), Anti-glare          | -     | -    |

### 1.5 MECHANICAL SPECIFICATIONS

| Item        |               | Min.  | Typ.  | Max.  | Unit | Note        |
|-------------|---------------|-------|-------|-------|------|-------------|
| Module Size | Horizontal(H) | 343.5 | 344.0 | 344.5 | mm   | Module Size |
|             | Vertical(V)   | 221.5 | 222.0 | 222.5 | mm   |             |
|             | Thickness(T)  | -     | 6.0   | 6.2   | mm   |             |
| Weight      |               | -     | 510   | 525   | g    | -           |

Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.

## 2. ABSOLUTE MAXIMUM RATINGS

### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT

| Item                          | Symbol           | Value |       | Unit | Note     |
|-------------------------------|------------------|-------|-------|------|----------|
|                               |                  | Min.  | Max.  |      |          |
| Storage Temperature           | T <sub>ST</sub>  | -20   | +60   | °C   | (1)      |
| Operating Ambient Temperature | T <sub>OP</sub>  | 0     | +50   | °C   | (1), (2) |
| Shock (Non-Operating)         | S <sub>NOP</sub> | -     | 220/2 | G/ms | (3), (5) |
| Vibration (Non-Operating)     | V <sub>NOP</sub> | -     | 1.5   | G    | (4), (5) |

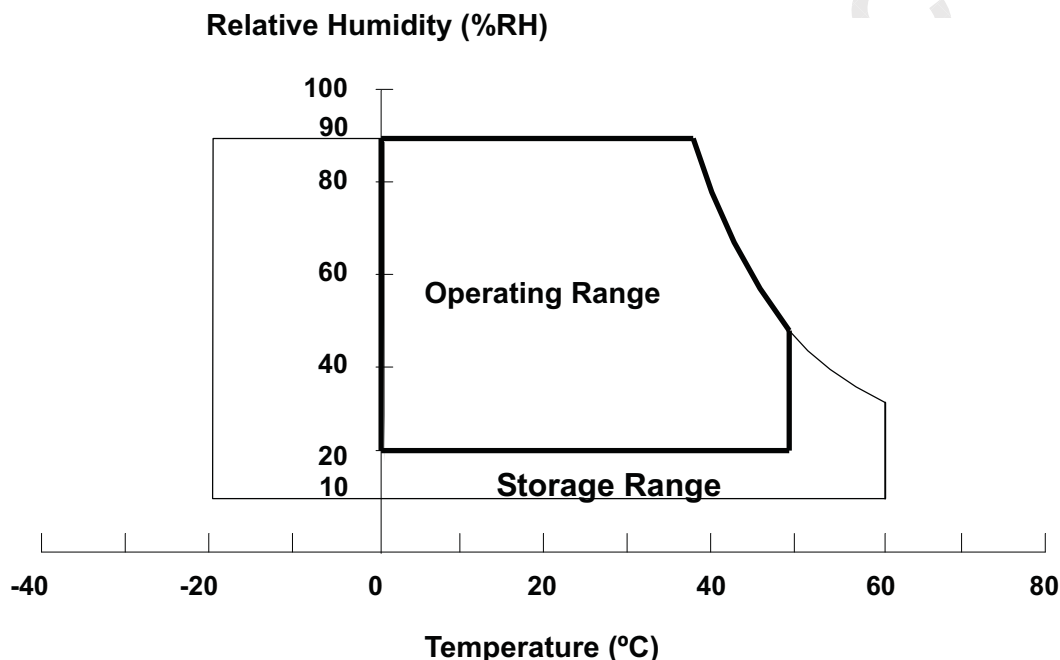
Note (1) Temperature and relative humidity range is shown in the figure below.

(a) 90 %RH Max. (Ta ≤ 40 °C).

(b) Wet-bulb temperature should be 39 °C Max. (Ta > 40 °C).

(c) No condensation.

Note (2) The temperature of panel surface area should be 0 °C min. and 60 °C max.

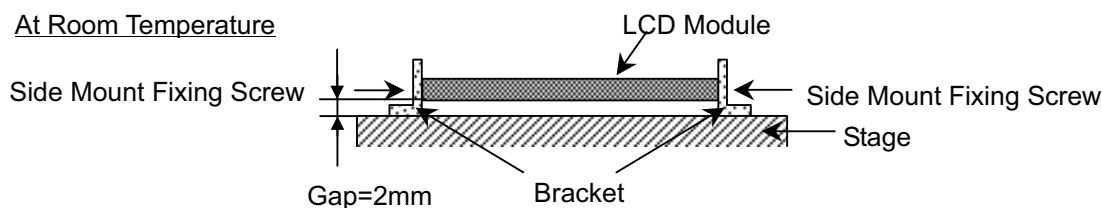


Note (3) 1 time for  $\pm X$ ,  $\pm Y$ ,  $\pm Z$ . for Condition (220G / 2ms) is half Sine Wave,.

Note (4) 10~500 Hz, 30 min/cycle, 1cycle for X,Y,Z-axis.

Note (5) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture.

The fixing condition is shown as below:





## 2.2 ELECTRICAL ABSOLUTE RATINGS

### 2.2.1 TFT LCD MODULE

| Item                 | Symbol          | Value |                      | Unit | Note |
|----------------------|-----------------|-------|----------------------|------|------|
|                      |                 | Min.  | Max.                 |      |      |
| Power Supply Voltage | V <sub>CC</sub> | -0.3  | +4.0                 | V    | (1)  |
| Logic Input Voltage  | V <sub>IN</sub> | -0.3  | V <sub>CC</sub> +0.3 | V    |      |

### 2.2.2 BACKLIGHT UNIT

| Item           | Symbol         | Value |      | Unit              | Note                              |
|----------------|----------------|-------|------|-------------------|-----------------------------------|
|                |                | Min.  | Max. |                   |                                   |
| Lamp Voltage   | V <sub>L</sub> | -     | 2.5K | V <sub>RMS</sub>  | (1), (2), I <sub>L</sub> = 6.0 mA |
| Lamp Current   | I <sub>L</sub> | 2.0   | 7.0  | mA <sub>RMS</sub> |                                   |
| Lamp Frequency | F <sub>L</sub> | 50    | 80   | KHz               |                                   |

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.

Note (2) Specified values are for lamp (Refer to Section 3.2 for further information).

### 3. ELECTRICAL CHARACTERISTICS

#### 3.1 TFT LCD MODULE

 $T_a = 25 \pm 2^\circ\text{C}$ 

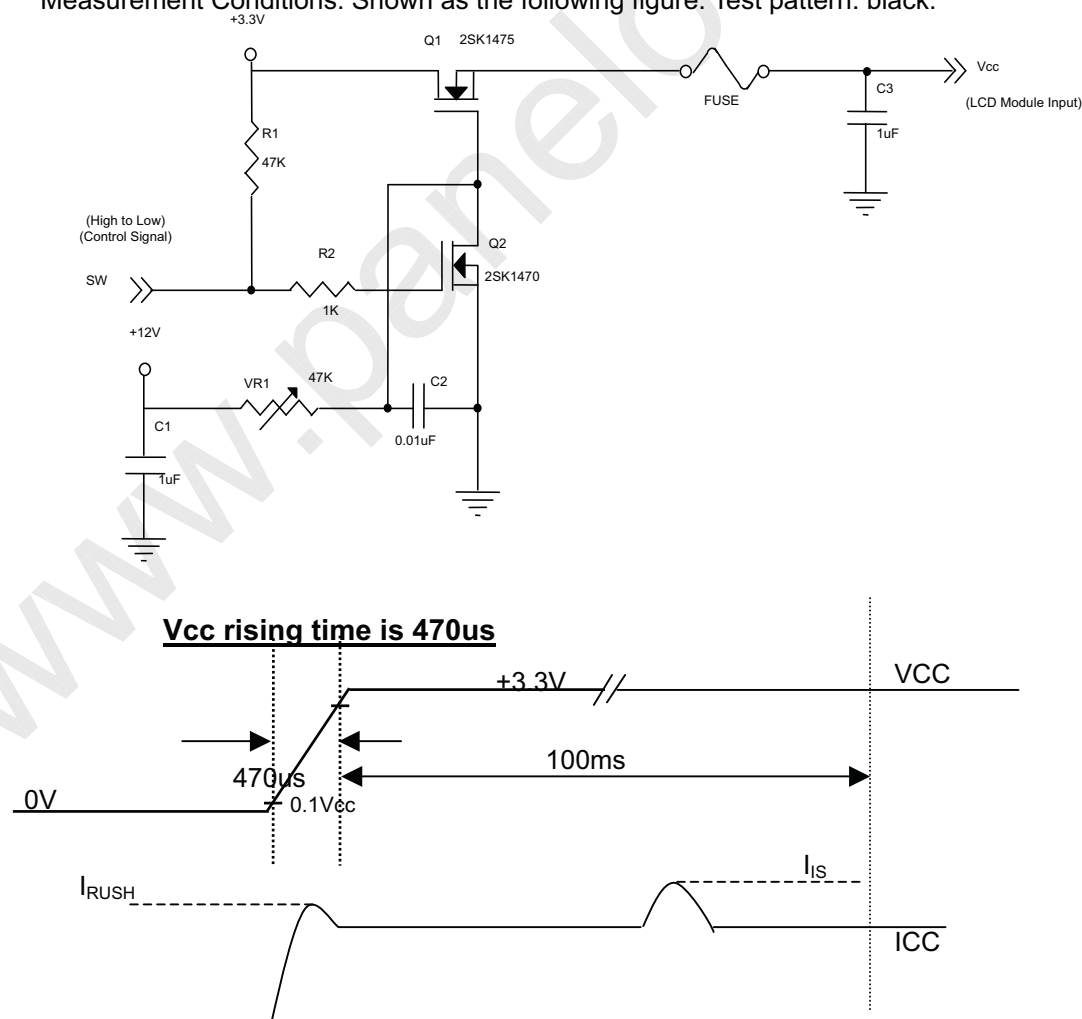
| Parameter                              | Symbol         | Value |      |       | Unit | Note                  |
|--|----------------|-------|------|-------|------|-----------------------|
|  |                | Min.  | Typ. | Max.  |      |                       |
| Power Supply Voltage                   | $V_{CC}$       | 3.0   | 3.3  | 3.6   | V    | -                     |
| Ripple Voltage                         | $V_{RP}$       | -     | -    | -     | mV   | -                     |
| Rush Current                           | $I_{RUSH}$     | -     | -    | 1.5   | A    | (2)                   |
| Initial Stage Current                  | $I_{IS}$       | -     | -    | 1.0   | A    | (2)                   |
| Power Supply Current                   | White          | -     | 320  | -     | mA   | (3)a                  |
|  | Black          |       | 380  |       | mA   | (3)b                  |
| LVDS Differential Input High Threshold | $V_{TH(LVDS)}$ | -     | -    | +100  | mV   | (5),<br>$V_{CM}=1.2V$ |
| LVDS Differential Input Low Threshold  | $V_{TL(LVDS)}$ | -100  | -    | -     | mV   | (5),<br>$V_{CM}=1.2V$ |
| LVDS Common Mode Voltage               | $V_{CM}$       | 1.125 | -    | 1.375 | V    | (5)                   |
| LVDS Differential Input Voltage        | $ V_{ID} $     | 100   | -    | 600   | mV   | (5)                   |
| Terminating Resistor                   | $R_T$          | -     | 100  | -     | Ohm  | -                     |
| Power per EBL WG                       | $P_{EBL}$      | -     | 3.86 | -     | W    | (4)                   |

Note (1) The ambient temperature is  $T_a = 25 \pm 2^\circ\text{C}$ .

Note (2)  $I_{RUSH}$ : the maximum current when  $V_{CC}$  is rising

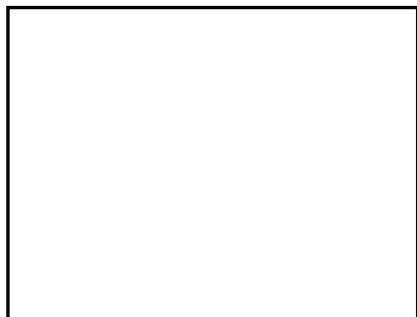
$I_{IS}$ : the maximum current of the first 100ms after power-on

Measurement Conditions: Shown as the following figure. Test pattern: black.



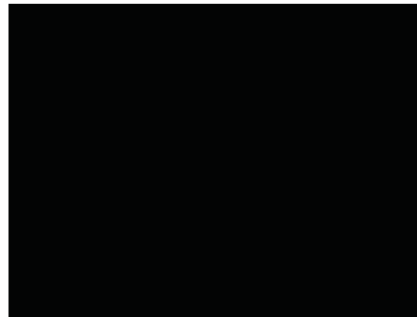
Note (3) The specified power supply current is under the conditions at  $V_{CC} = 3.3\text{ V}$ ,  $T_a = 25 \pm 2\text{ }^{\circ}\text{C}$ , DC Current and  $f_v = 60\text{ Hz}$ , whereas a power dissipation check pattern below is displayed.

a. White Pattern



Active Area

b. Black Pattern



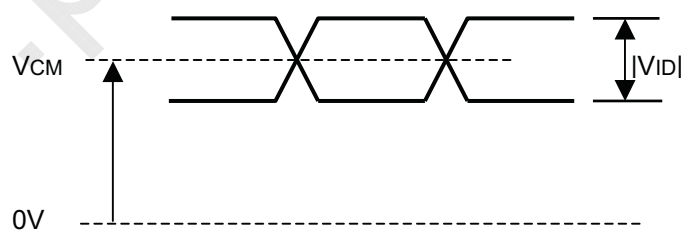
Active Area

Note (4) The specified power are the sum of LCD panel electronics input power and the inverter input power. Test conditions are as follows.

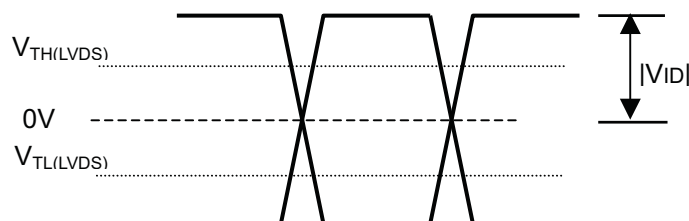
- (a)  $V_{CC} = 3.3\text{ V}$ ,  $T_a = 25 \pm 2\text{ }^{\circ}\text{C}$ ,  $f_v = 60\text{ Hz}$ ,
- (b) The pattern used is a black and white 32 x 36 checkerboard, slide #100 from the VESA file "Flat Panel Display Monitor Setup Patterns", FPDMSU.ppt.
- (c) Luminance: 60 nits.
- (d) The inverter used is provided from Sumida.

Note (5) The parameters of LVDS signals are defined as the following figures.

Single Ended



Differential



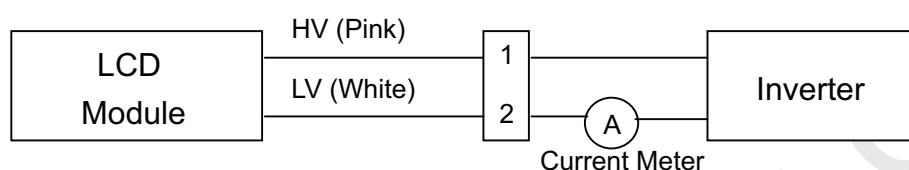


### 3.2 BACKLIGHT UNIT

 $T_a = 25 \pm 2\text{ }^{\circ}\text{C}$ 

| Parameter            | Symbol   | Value  |      |                              | Unit              | Note                       |
|----------------------|----------|--------|------|------------------------------|-------------------|----------------------------|
|                      |          | Min.   | Typ. | Max.                         |                   |                            |
| Lamp Input Voltage   | $V_L$    | 675    | 730  | 945                          | $V_{RMS}$         | $I_L = 6.0\text{ mA}$      |
| Lamp Current         | $I_L$    | 2.0    | 6.0  | 7.0                          | $\text{mA}_{RMS}$ | (1),(2)                    |
|                      |          | 3.0    |      |                              |                   | (1),(3)                    |
| Lamp Turn On Voltage | $V_S$    | -      | -    | 1140(25 $^{\circ}\text{C}$ ) | $V_{RMS}$         | (4)                        |
|                      |          | -      | -    | 1400(0 $^{\circ}\text{C}$ )  | $V_{RMS}$         | (4)                        |
| Operating Frequency  | $F_L$    | 50     | -    | 80                           | KHz               | (5)                        |
| Lamp Life Time       | $L_{BL}$ | 12,000 | -    | -                            | Hrs               | (7)                        |
| Power Consumption    | $P_L$    | -      | 4.38 | -                            | W                 | (6), $I_L = 6.0\text{ mA}$ |

Note (1) Lamp current is measured by utilizing a high frequency current meter as shown below:



Note (2) for burst mode inverter design

Note (3) for continuous mode inverter design

Note (4) The voltage shown above should be applied to the lamp for more than 1 second after startup. Otherwise the lamp may not be turned on.

Note (5) The lamp frequency may generate interference with horizontal synchronous frequency from the display, and this may cause line flow on the display. In order to avoid interference, the lamp frequency should be detached from the horizontal synchronous frequency and its harmonics as far as possible.

Note (6)  $P_L = I_L \times V_L$

Note (7) The lifetime of lamp is defined as the time when it continues to operate under the conditions at  $T_a = 25 \pm 2\text{ }^{\circ}\text{C}$  and  $I_L = 6.0\text{ mA}_{RMS}$  until one of the following events occurs:

(a) When the brightness becomes  $\leq 50\%$  of its original value.

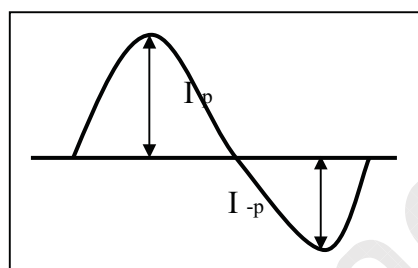
(b) When the effective ignition length becomes  $\leq 80\%$  of its original value. (The effective ignition length is a scope that luminance is over 70% of that at the center point.)

Note (8) The waveform of the voltage output of inverter must be area-symmetric and the design of the inverter must have specifications for the modularized lamp. The performance of the Backlight, such as lifetime or brightness, is greatly influenced by the characteristics of the DC-AC inverter for the lamp. All the parameters of an inverter should be carefully designed to avoid generating too much current leakage from high voltage output of the inverter. When designing or ordering the inverter please make sure that a poor lighting caused by the mismatch of the Backlight and the inverter (miss-lighting, flicker, etc.) never occurs. If the above situation is confirmed, the module should be operated in the same manners when it is installed in your instrument.

The output of the inverter must have symmetrical (negative and positive) voltage waveform and symmetrical current waveform. (Unsymmetrical ratio is less than 10%) Please do not use the inverter, which has unsymmetrical voltage and unsymmetrical current and spike wave. Lamp frequency may produce interface with horizontal synchronous frequency and as a result this may cause beat on the display. Therefore lamp frequency shall be as away possible from the horizontal synchronous frequency and from its harmonics in order to prevent interference.

Requirements for a system inverter design, which is intended to have a better display performance, a better power efficiency and a more reliable lamp. It shall help increase the lamp lifetime and reduce its leakage current.

- The asymmetry rate of the inverter waveform should be 10% below;
- The distortion rate of the waveform should be within  $\sqrt{2} \pm 10\%$ ;
- The ideal sine wave form shall be symmetric in positive and negative polarities.



\* Asymmetry rate:

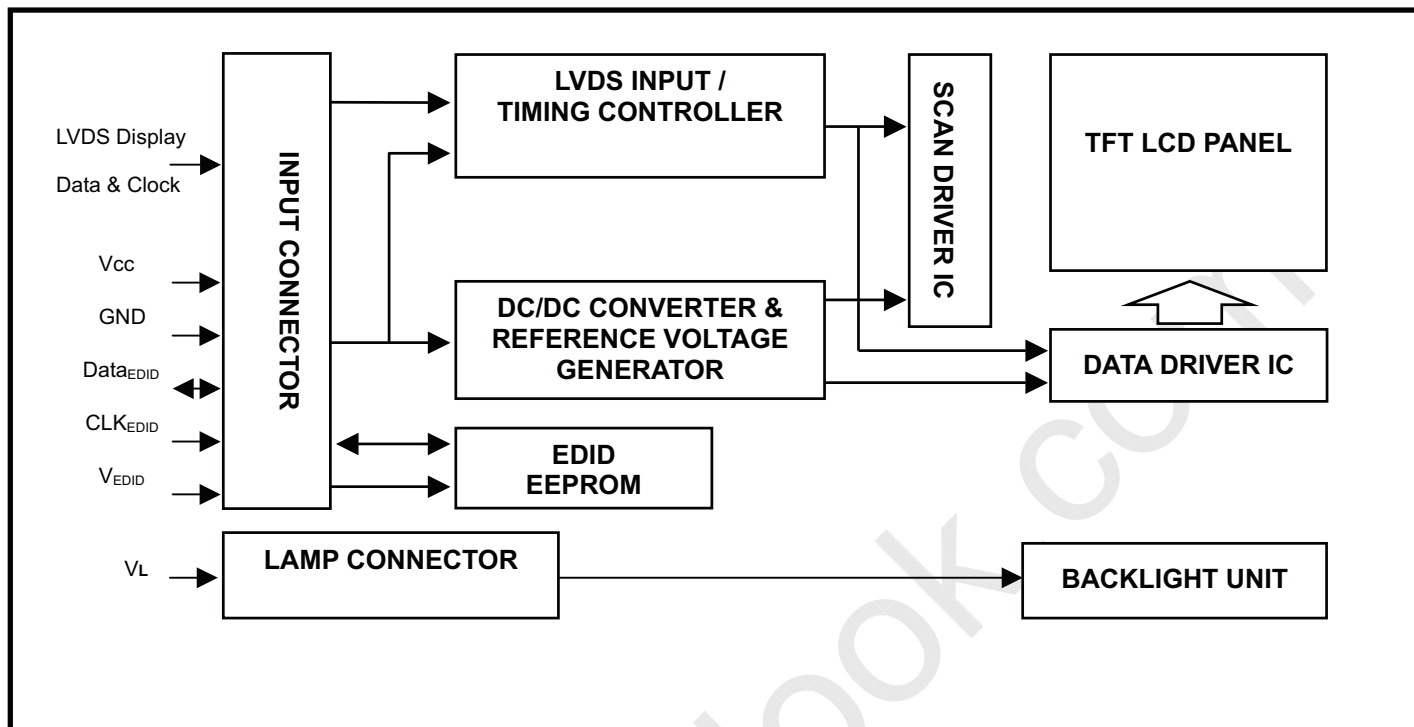
$$|I_p - I_{-p}| / I_{rms} * 100\%$$

\* Distortion rate

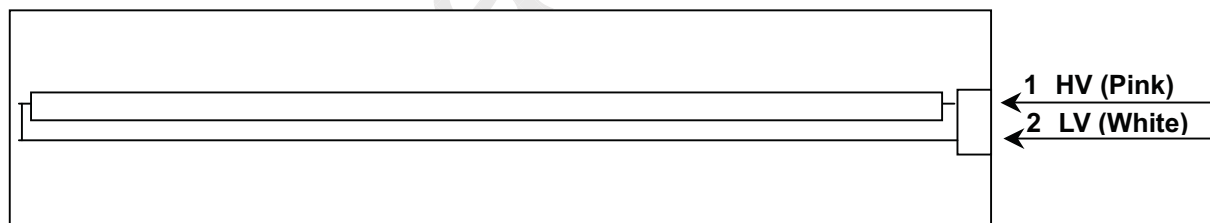
$$I_p \text{ (or } I_{-p}) / I_{rms}$$

## 4. BLOCK DIAGRAM

### 4.1 TFT LCD MODULE



### 4.2 BACKLIGHT UNIT



## 5. INPUT TERMINAL PIN ASSIGNMENT

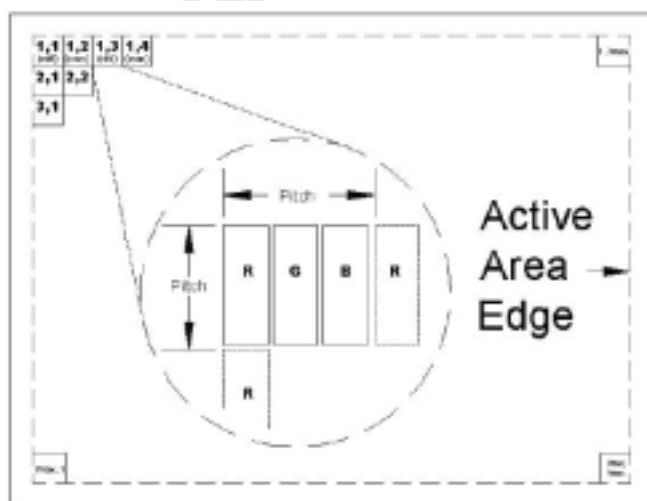
### 5.1 TFT LCD MODULE

| Pin | Symbol               | Description                   | Polarity | Remark                  |
|-----|----------------------|-------------------------------|----------|-------------------------|
| 1   | Vss                  | Ground                        |          |                         |
| 2   | Vcc                  | Power Supply +3.3 V (typical) |          |                         |
| 3   | Vcc                  | Power Supply +3.3 V (typical) |          |                         |
| 4   | V <sub>EDID</sub>    | DDC 3.3V Power                |          | DDC 3.3V Power          |
| 5   | NC                   | Non-Connection                |          |                         |
| 6   | CLK <sub>EDID</sub>  | DDC Clock                     |          | DDC Clock               |
| 7   | DATA <sub>EDID</sub> | DDC Data                      |          | DDC Data                |
| 8   | Rxin0-               | LVDS Differential Data Input  | Negative | R0~R5, G0               |
| 9   | Rxin0+               | LVDS Differential Data Input  | Positive |                         |
| 10  | Vss                  | Ground                        |          |                         |
| 11  | Rxin1-               | LVDS Differential Data Input  | Negative | G1~G5, B0, B1           |
| 12  | Rxin1+               | LVDS Differential Data Input  | Positive |                         |
| 13  | Vss                  | Ground                        |          |                         |
| 14  | Rxin2-               | LVDS Differential Data Input  | Negative | B2~B5, DE, Hsync, Vsync |
| 15  | Rxin2+               | LVDS Differential Data Input  | Positive |                         |
| 16  | Vss                  | Ground                        |          |                         |
| 17  | CLK-                 | LVDS Clock Data Input         | Negative | LVDS Level Clock        |
| 18  | CLK+                 | LVDS Clock Data Input         | Positive |                         |
| 19  | Vss                  | Ground                        |          |                         |
| 20  | NC                   | Non-Connection                |          |                         |
| 21  | NC                   | Non-Connection                |          |                         |
| 22  | Vss                  | Ground                        |          |                         |
| 23  | NC                   | Non-Connection                |          |                         |
| 24  | NC                   | Non-Connection                |          |                         |
| 25  | Vss                  | Ground                        |          |                         |
| 26  | NC                   | Non-Connection                |          |                         |
| 27  | NC                   | Non-Connection                |          |                         |
| 28  | Vss                  | Ground                        |          |                         |
| 29  | NC                   | Non-Connection                |          |                         |
| 30  | NC                   | Non-Connection                |          |                         |

Note (1) Connector Part No.: JAE FI-XB30SL-HF10

Note (2) User's connector Part No: FI-X30M or equivalent

Note (3) The first pixel is odd as shown in the following figure.



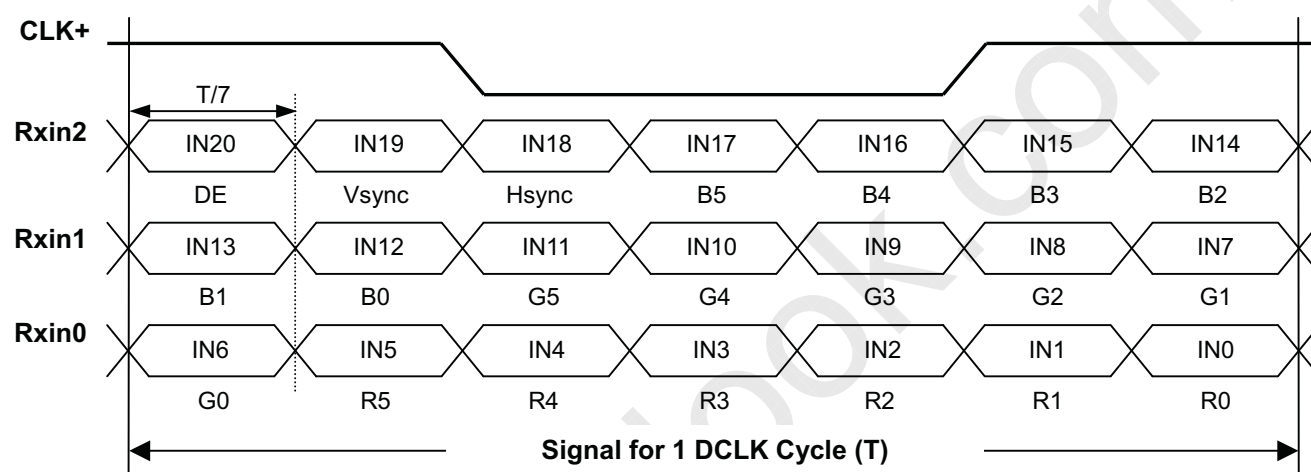
## 5.2 BACKLIGHT UNIT

| Pin | Symbol | Description  | Color |
|-----|--------|--------------|-------|
| 1   | HV     | High Voltage | Pink  |
| 2   | LV     | Ground       | White |

Note (1) Connector Part No.: JST-BHSR-02VS-1

Note (2) User's connector Part No.: JST-SM02B-BHSS-1-TB or equivalent

## 5.3 TIMING DIAGRAM OF LVDS INPUT SIGNAL



## 5.4 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 6-bit gray scale data input for the color. The higher the binary input the brighter the color. The table below provides the assignment of color versus data input.

| Color               |               | Data Signal |    |    |    |    |    |       |    |    |    |    |    |      |    |    |    |    |    |
|---------------------|---------------|-------------|----|----|----|----|----|-------|----|----|----|----|----|------|----|----|----|----|----|
|                     |               | Red         |    |    |    |    |    | Green |    |    |    |    |    | Blue |    |    |    |    |    |
|                     |               | R5          | R4 | R3 | R2 | R1 | R0 | G5    | G4 | G3 | G2 | G1 | G0 | B5   | B4 | B3 | B2 | B1 | B0 |
| Basic Colors        | Black         | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Red           | 1           | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Green         | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Blue          | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  |
|                     | Cyan          | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  |
|                     | Magenta       | 1           | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  |
|                     | Yellow        | 1           | 1  | 1  | 1  | 1  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | White         | 1           | 1  | 1  | 1  | 1  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  |
| Gray Scale Of Red   | Red(0)/Dark   | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Red(1)        | 0           | 0  | 0  | 0  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Red(2)        | 0           | 0  | 0  | 0  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  |
|                     | Red(61)       | 1           | 1  | 1  | 1  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Red(62)       | 1           | 1  | 1  | 1  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
| Red(63)             | 1             | 1           | 1  | 1  | 1  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  |    |
| Gray Scale Of Green | Green(0)/Dark | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Green(1)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Green(2)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  |
|                     | Green(61)     | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Green(62)     | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
| Green(63)           | 0             | 0           | 0  | 0  | 0  | 0  | 1  | 1     | 1  | 1  | 1  | 1  | 0  | 0    | 0  | 0  | 0  | 0  |    |
| Gray Scale Of Blue  | Blue(0)/Dark  | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Blue(1)       | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 1  |
|                     | Blue(2)       | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 1  | 0  |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  |
|                     | Blue(61)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 0  | 1  |
|                     | Blue(62)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 0  |
| Blue(63)            | 0             | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 1  | 1    | 1  | 1  | 1  | 1  |    |

Note (1) 0: Low Level Voltage, 1: High Level Voltage

## 5.5 EDID DATA STRUCTURE

The EDID (Extended Display Identification Data) data formats are to support displays as defined in the VESA Plug & Display and FPD standards.

| Byte # (decimal) | Byte # (hex) | Field Name and Comments   | Value (hex) | Value (binary) |
|------------------|--------------|---|-------------|----------------|
| 0                | 0            | Header, Fixed   | 00          | 00000000       |
| 1                | 1            | Header, Fixed   | FF          | 11111111       |
| 2                | 2            | Header, Fixed   | FF          | 11111111       |
| 3                | 3            | Header, Fixed   | FF          | 11111111       |
| 4                | 4            | Header, Fixed   | FF          | 11111111       |
| 5                | 5            | Header, Fixed   | FF          | 11111111       |
| 6                | 6            | Header, Fixed   | FF          | 11111111       |
| 7                | 7            | Header, Fixed   | 00          | 00000000       |
| 8                | 8            | ID=IBM  | 30          | 00110000       |
| 9                | 9            | ID=IBM  | AE          | 10101110       |
| 10               | 0A           | XGA (IBM Unique ID)   | 50          | 01010000       |
| 11               | 0B           | XGA (IBM Unique ID)   | 40          | 01000000       |
| 12               | 0C           | 32-bit serial # Unused(01h for VESA, 00h for SPWG)                        | 00          | 00000000       |
| 13               | 0D           | 32-bit serial # Unused(01h for VESA, 00h for SPWG)                        | 00          | 00000000       |
| 14               | 0E           | 32-bit serial # Unused(01h for VESA, 00h for SPWG)                        | 00          | 00000000       |
| 15               | 0F           | 32-bit serial # Unused(01h for VESA, 00h for SPWG)                        | 00          | 00000000       |
| 16               | 10           | Week of manufacture 1 - 53 (unused: 00h) : 02h fixed by CMO               | 28          | 00101000       |
| 17               | 11           | Year of manufacture year - 1990(unsed:00h) : 0Dh (Year 2003) fixed by CMO | 11          | 00010001       |
| 18               | 12           | Version=1   | 01          | 00000001       |
| 19               | 13           | Revision=3  | 03          | 00000011       |
| 20               | 14           | Digital   | 80          | 10000000       |
| 21               | 15           | Active area horizontal 33 cm  | 21          | 00100001       |
| 22               | 16           | Active area vertical 21cm   | 15          | 00010101       |
| 23               | 17           | gamma * 100-100 = 2.2*100-100=120   | 78          | 01111000       |
| 24               | 18           | Feature support (no DPMS, Active off, RGB, Preferred Timing Mode)         | EA          | 11101010       |
| 25               | 19           | Red/Green (Rx1, Rx0, Ry1, Ry0, Gx1, Gx0, Gy1, Gy0)                        | 07          | 00000111       |
| 26               | 1A           | Blue/White (Bx1, Bx0, By1, By0, Wx1, Wx0, Wy1, Wy0)                       | F5          | 11110101       |
| 27               | 1B           | Red-x (Rx = "0.602")  | 9A          | 10011010       |
| 28               | 1C           | Red-y (Ry = "0.340")  | 57          | 01010111       |
| 29               | 1D           | Green-x (Gx = "0.306")  | 4E          | 01001110       |
| 30               | 1E           | Green-y (Gy = "0.530")  | 87          | 10000111       |
| 31               | 1F           | Blue-x (Bx = "0.151")   | 26          | 00100110       |
| 32               | 20           | Blue-y (By = "0.120")   | 1E          | 00011110       |
| 33               | 21           | White-x (Wx = "0.313")  | 50          | 01010000       |
| 34               | 22           | White-y (Wy = "0.329")  | 54          | 01010100       |
| 35               | 23           | Established timings 1   | 00          | 00000000       |
| 36               | 24           | Established timings 2 (1280x800@60Hz)                                     | 00          | 00000000       |
| 37               | 25           | No manufacturer's specific timing   | 00          | 00000000       |
| 38               | 26           | Standard timing ID # 1  | 01          | 00000001       |
| 39               | 27           | Standard timing ID # 1  | 01          | 00000001       |



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|    |    |  |    |          |
|----|----|--|----|----------|
| 40 | 28 | Standard timing ID # 2   | 01 | 00000001 |
| 41 | 29 | Standard timing ID # 2   | 01 | 00000001 |
| 42 | 2A | Standard timing ID # 3   | 01 | 00000001 |
| 43 | 2B | Standard timing ID # 3   | 01 | 00000001 |
| 44 | 2C | Standard timing ID # 4   | 01 | 00000001 |
| 45 | 2D | Standard timing ID # 4   | 01 | 00000001 |
| 46 | 2E | Standard timing ID # 5   | 01 | 00000001 |
| 47 | 2F | Standard timing ID # 5   | 01 | 00000001 |
| 48 | 30 | Standard timing ID # 6   | 01 | 00000001 |
| 49 | 31 | Standard timing ID # 6   | 01 | 00000001 |
| 50 | 32 | Standard timing ID # 7   | 01 | 00000001 |
| 51 | 33 | Standard timing ID # 7   | 01 | 00000001 |
| 52 | 34 | Standard timing ID # 8   | 01 | 00000001 |
| 53 | 35 | Standard timing ID # 8   | 01 | 00000001 |
| 54 | 36 | Detailed timing description # 1 Pixel clock ("69.3MHz", According to VESA CVT Rev1.1)  | 12 | 00010010 |
| 55 | 37 | 69.3MHz/10000 =6930=1B12H  | 1B | 00011011 |
| 56 | 38 | HActive(D7-D0) = 1280 mod 256  | 00 | 00000000 |
| 57 | 39 | HBlank(D7-D0) = 125 mod 256  | 7D | 01111101 |
| 58 | 3A | HActive(D11-D8) : HBlank(D11-D8) = 1280/256 : 125/256                                  | 50 | 01010000 |
| 59 | 3B | VActive(D7-D0) =800 mod 256  | 20 | 00100000 |
| 60 | 3C | VBlank(D7-D0) = 22 mod 256   | 16 | 00010110 |
| 61 | 3D | VActive(D11-D8) : VBlank(D11-D8) = 800/256 : 22/256                                    | 30 | 00110000 |
| 62 | 3E | HSyncOffset(D7-D0) = HBorder+HFrontPorch = 48  | 30 | 00110000 |
| 63 | 3F | HSyncWidth(D7-D0) =32  | 20 | 00100000 |
| 64 | 40 | VSyncoffset(D3-D0)=3 : VSyncoffset(D3-D0)=6  | 36 | 00110110 |
| 65 | 41 | HSyncoffset(D9-D8) : HSyncoffset(D9-D8) : VSyncoffset(D5-D4) : VSyncoffset(D5-D4)      | 00 | 00000000 |
| 66 | 42 | HImageSize(mm, D7-D0) = 331mod 256   | 4B | 01001011 |
| 67 | 43 | VImageSize(mm, D7-D0) = 207mod 256   | CF | 11001111 |
| 68 | 44 | HImageSize(D11-D8) : VImageSize(D11-D8) =331/256 : 207/256                             | 10 | 00010000 |
| 69 | 45 | Horizontal Border=0  | 00 | 00000000 |
| 70 | 46 | Vertical Border=0  | 00 | 00000000 |
| 71 | 47 | Non-interlaced, Normal Display, Digital separate, Positive Hsync, Negative Vsync       | 18 | 00011000 |
| 72 | 48 | Detailed timing description # 1 Pixel clock ("57.75MHz", According to VESA CVT Rev1.1) | 8F | 10001111 |
| 73 | 49 | 57.75MHz/10000 =5775=168FH   | 16 | 00010110 |
| 74 | 4A | Horizontal Active =1280 mod 256  | 00 | 00000000 |
| 75 | 4B | Horizontal Blanking =125mod 256  | 7D | 01111101 |
| 76 | 4C | HActive(D11-D8) : HBlank(D11-D8) = 1280/256 : 125/256                                  | 50 | 01010000 |
| 77 | 4D | Vertical Active =800 mod 256   | 20 | 00100000 |
| 78 | 4E | Vertical Blanking =22 mod 256  | 16 | 00010110 |
| 79 | 4F | VActive(D11-D8) : VBlank(D11-D8) =800/256 : 22/256                                     | 30 | 00110000 |
| 80 | 50 | Horizontal Sync. Offset =48  | 30 | 00110000 |
| 81 | 51 | Horizontal Sync Pulse Width =32  | 20 | 00100000 |
| 82 | 52 | VSyncoffset(D3-D0)=3 : VSyncoffset(D3-D0)=6  | 36 | 00110110 |





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|     |    |   |    |          |
|-----|----|---|----|----------|
| 83  | 53 | Horizontal Vertical Sync Offset/Width upper 2bits = 0                           | 00 | 00000000 |
| 84  | 54 | HImageSize(mm, D7-D0) = 331mod 256  | 4B | 01001011 |
| 85  | 55 | VImageSize(mm, D7-D0) = 207mod 256  | CF | 11001111 |
| 86  | 56 | HImageSize(D11-D8) : VImageSize(D11-D8) = 331/256 : 207/256                     | 10 | 00010000 |
| 87  | 57 | Horizontal Border=0   | 00 | 00000000 |
| 88  | 58 | Vertical Border=0   | 00 | 00000000 |
| 89  | 59 | Non-interlaced,Normal display,no stereo,Digital separate sync,H/V pol negatives | 18 | 00011000 |
| 90  | 5A | Flag  | 00 | 00000000 |
| 91  | 5B | Flag  | 00 | 00000000 |
| 92  | 5C | Flag  | 00 | 00000000 |
| 93  | 5D | Data type tag :0F   | 0F | 00001111 |
| 94  | 5E | Flag  | 00 | 00000000 |
| 95  | 5F | Low Refresh Rate #1 (Horizontal active pixels / 8 ) - 31=129(81h)               | 81 | 10000001 |
| 96  | 60 | Low Refresh Rate #1 Image Aspect ratio(16 : 10)                                 | 0A | 00001010 |
| 97  | 61 | Low Refresh Rate #1 Refresh Rate=50Hz   | 32 | 00110010 |
| 98  | 62 | Low Refresh Rate #2 (Horizontal active pixels / 8 ) - 31=129(81h)               | 81 | 10000001 |
| 99  | 63 | Low Refresh Rate #2 Image Aspect ratio(16 : 10)                                 | 0A | 00001010 |
| 100 | 64 | Low Refresh Rate #2 Refresh Rate=40Hz   | 28 | 00101000 |
| 101 | 65 | Brightness (1/10nit) , 200/10=20(=0Fh)  | 14 | 00010100 |
| 102 | 66 | Feature Flags   | 01 | 00000001 |
| 103 | 67 | Reserved  | 00 | 00000000 |
| 104 | 68 | EISA manufacturer code(3 Character ID) -CMO                                     | 0D | 00001101 |
| 105 | 69 | Compressed ASCII  | AF | 10101111 |
| 106 | 6A | Panel Supplier Reserved - Product code -1407                                    | 53 | 01010011 |
| 107 | 6B | (Hex, LSB first)  | 15 | 00010101 |
| 108 | 6C | Flag  | 00 | 00000000 |
| 109 | 6D | Flag  | 00 | 00000000 |
| 110 | 6E | Flag  | 00 | 00000000 |
| 111 | 6F | Data type tag : FEh   | FE | 11111110 |
| 112 | 70 | Flag  | 00 | 00000000 |
| 113 | 71 | "N"   | 4E | 01001110 |
| 114 | 72 | "1"   | 31 | 00110001 |
| 115 | 73 | "5"   | 35 | 00110101 |
| 116 | 74 | "4"   | 34 | 00110100 |
| 117 | 75 | "I"   | 49 | 01001001 |
| 118 | 76 | "3"   | 33 | 00110011 |
| 119 | 77 | "-"   | 2D | 00101101 |
| 120 | 78 | "L"   | 4C | 01001100 |
| 121 | 79 | "0"   | 30 | 00110000 |
| 122 | 7A | "2"   | 32 | 00110010 |
| 123 | 7B | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h)     | 0A | 00001010 |
| 124 | 7C | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h)     | 20 | 00100000 |
| 125 | 7D | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h)     | 20 | 00100000 |
| 126 | 7E | No extension  | 00 | 00000000 |
| 127 | 7F | One-byte checksum of entire 128 bytes EDID equals 00h.                          | 82 | 10000010 |

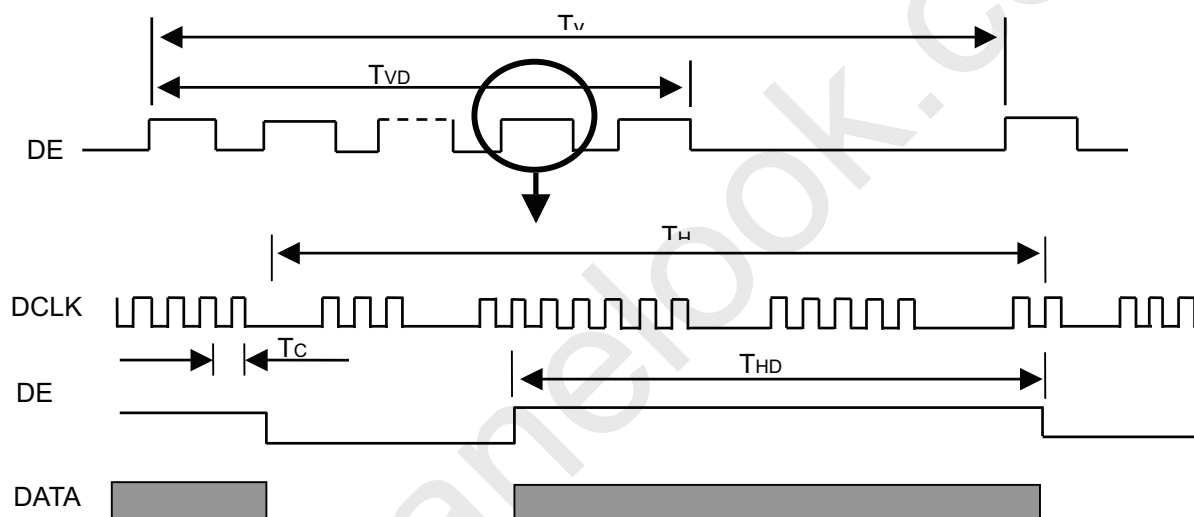
## 6. INTERFACE TIMING

### 6.1 INPUT SIGNAL TIMING SPECIFICATIONS

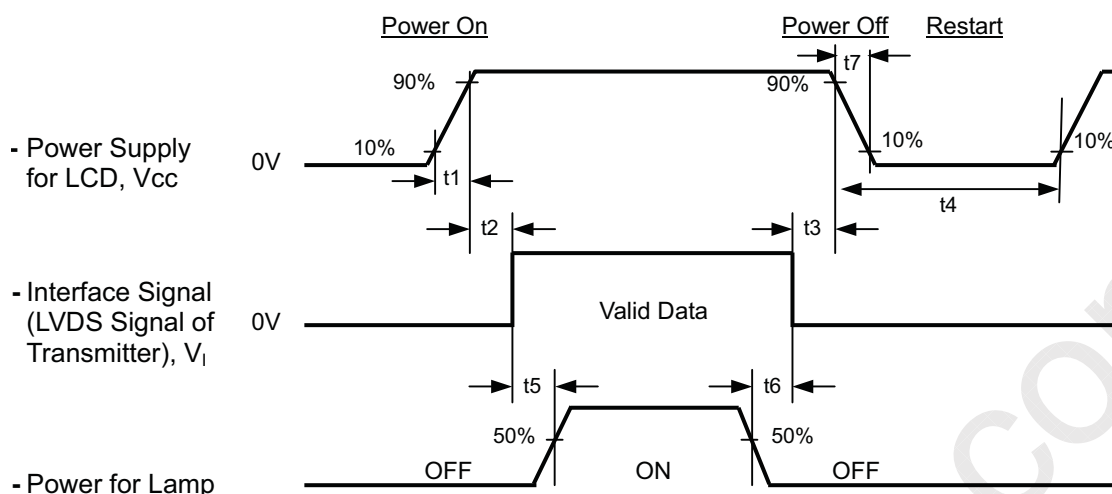
The input signal timing specifications are shown as the following table and timing diagram.

| Signal | Item                              | Symbol | Min.   | Typ. | Max.   | Unit | Note |
|--------|-----------------------------------|--------|--------|------|--------|------|------|
| DCLK   | Frequency                         | 1/Tc   | 66     | 71   | 73     | MHz  | (2)  |
| DE     | Vertical Total Time               | TV     | 802    | 823  | 840    | TH   | -    |
|        | Vertical Active Display Period    | TVD    | 800    | 800  | 800    | TH   | -    |
|        | Vertical Active Blanking Period   | TVB    | TV-TVD | 23   | TV-TVD | TH   |      |
|        | Horizontal Total Time             | TH     | 1380   | 1440 | 1450   | Tc   | (2)  |
|        | Horizontal Active Display Period  | THD    | 1280   | 1280 | 1280   | Tc   | (2)  |
|        | Horizontal Active Blanking Period | THB    | TH-THD | 160  | TH-THD | Tc   | (2)  |

#### INPUT SIGNAL TIMING DIAGRAM



## 6.2 POWER ON/OFF SEQUENCE



### Timing Specifications:

- $0.5 < t_1 \leq 10 \text{ msec}$
- $0 < t_2 \leq 50 \text{ msec}$
- $0 < t_3 \leq 50 \text{ msec}$
- $t_4 \geq 500 \text{ msec}$
- $t_5 \geq 200 \text{ msec}$
- $t_6 \geq 200 \text{ msec}$

Note (1) Please follow the power on/off sequence described above. Otherwise, the LCD module might be damaged.

Note (2) Please avoid floating state of interface signal at invalid period. When the interface signal is invalid, be sure to pull down the power supply of LCD V<sub>cc</sub> to 0 V.

Note (3) The Backlight inverter power must be turned on after the power supply for the logic and the interface signal is valid. The Backlight inverter power must be turned off before the power supply for the logic and the interface signal is invalid.

Note (4) Sometimes some slight noise shows when LCD is turned off (even backlight is already off). To avoid this phenomenon, we suggest that the V<sub>cc</sub> falling time is better to follow  $5\text{ms} \leq t_7 \leq 300 \text{ ms}$ .

## 7. OPTICAL CHARACTERISTICS

### 7.1 TEST CONDITIONS

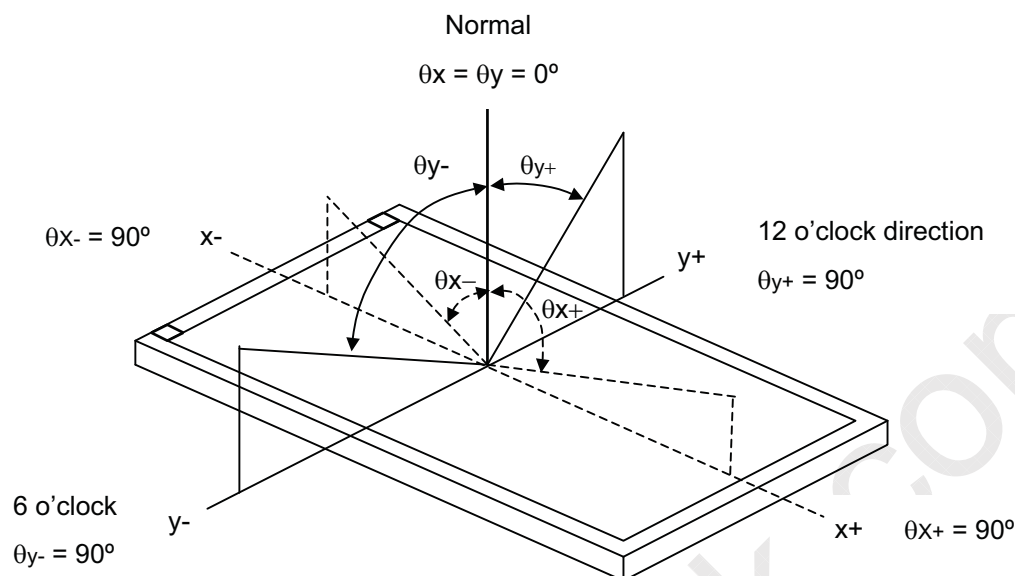
| Item                       | Symbol  | Value | Unit |
|----------------------------|---|-------|------|
| Ambient Temperature        | Ta  | 25±2  | °C   |
| Ambient Humidity           | Ha  | 50±10 | %RH  |
| Supply Voltage             | V <sub>CC</sub>   | 3.3   | V    |
| Input Signal               | According to typical value in "3. ELECTRICAL CHARACTERISTICS" |       |      |
| Inverter Current           | I <sub>L</sub>  | 6.0   | mA   |
| Inverter Driving Frequency | F <sub>L</sub>  | 61    | KHz  |
| Inverter                   | Sumida-H05-4915   |       |      |

The measurement methods of optical characteristics are shown in Section 7.2. The following items should be measured under the test conditions described in Section 7.1 and stable environment shown in Note (6).

### 7.2 OPTICAL SPECIFICATIONS

| Item                        |            | Symbol           | Condition  | Min.          | Typ.          | Max. | Unit              | Note     |
|-----------------------------|------------|------------------|--|---------------|---------------|------|-------------------|----------|
| Contrast Ratio              |            | CR               | $\theta_x=0^\circ, \theta_Y=0^\circ$<br>Viewing Normal Angle | 300           | 500           | -    | -                 | (2), (5) |
| Response Time               |            | T <sub>R</sub>   |  | -             | 3             | 8    | ms                | (3)      |
|                             |            | T <sub>F</sub>   |  | -             | 5             | 12   | ms                |          |
| Average Luminance of White  |            | L <sub>AVE</sub> |  | 180           | 200           | -    | cd/m <sup>2</sup> | (4), (5) |
| Color Chromaticity          | Red        | R <sub>x</sub>   |  | TYP.<br>-0.03 | TYP.<br>+0.03 | -    | (1)               |          |
|                             |            | R <sub>y</sub>   |  |               |               | -    |                   |          |
|                             | Green      | G <sub>x</sub>   |  |               |               | -    |                   |          |
|                             |            | G <sub>y</sub>   |  |               |               | -    |                   |          |
|                             | Blue       | B <sub>x</sub>   |  |               |               | -    |                   |          |
|                             |            | B <sub>y</sub>   |  |               |               | -    |                   |          |
|                             | White      | W <sub>x</sub>   |  |               |               | -    |                   |          |
|                             |            | W <sub>y</sub>   |  |               |               | -    |                   |          |
| Viewing Angle               | Horizontal | θ <sub>x+</sub>  | CR≥10  | 40            | 45            | -    | Deg.              | (1),(5)  |
|                             |            | θ <sub>x-</sub>  |  | 40            | 45            | -    |                   |          |
|                             | Vertical   | θ <sub>y+</sub>  |  | 15            | 20            | -    |                   |          |
|                             |            | θ <sub>y-</sub>  |  | 40            | 45            | -    |                   |          |
| White Variation of 5 Points |            | δW <sub>5p</sub> | $\theta_x=0^\circ, \theta_Y=0^\circ$                         | 80            | -             | -    | %                 | (5),(6)  |

Note (1) Definition of Viewing Angle ( $\theta_x$ ,  $\theta_y$ ):



Note (2) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

$$\text{Contrast Ratio (CR)} = L_{63} / L_0$$

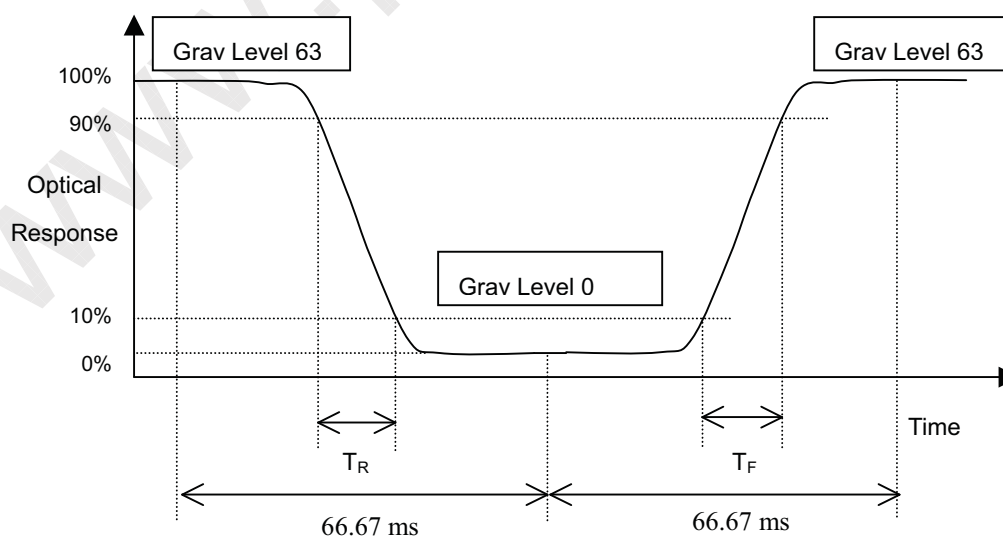
L63: Luminance of gray level 63

L 0: Luminance of gray level 0

$$\text{CR} = \text{CR} (1)$$

CR (X) is corresponding to the Contrast Ratio of the point X at Figure in Note (6).

Note (3) Definition of Response Time ( $T_R$ ,  $T_F$ ):



Note (4) Definition of Average Luminance of White ( $L_{AVE}$ ):

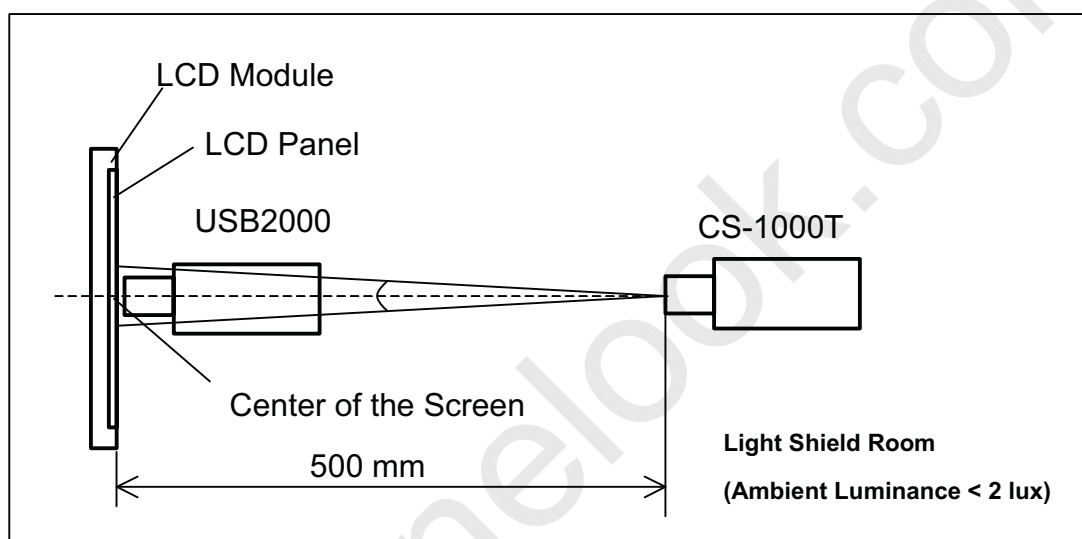
Measure the luminance of gray level 63 at 5 points

$$L_{AVE} = [L(1) + L(2) + L(3) + L(4) + L(5)] / 5$$

$L(x)$  is corresponding to the luminance of the point X at Figure in Note (6)

Note (5) Measurement Setup:

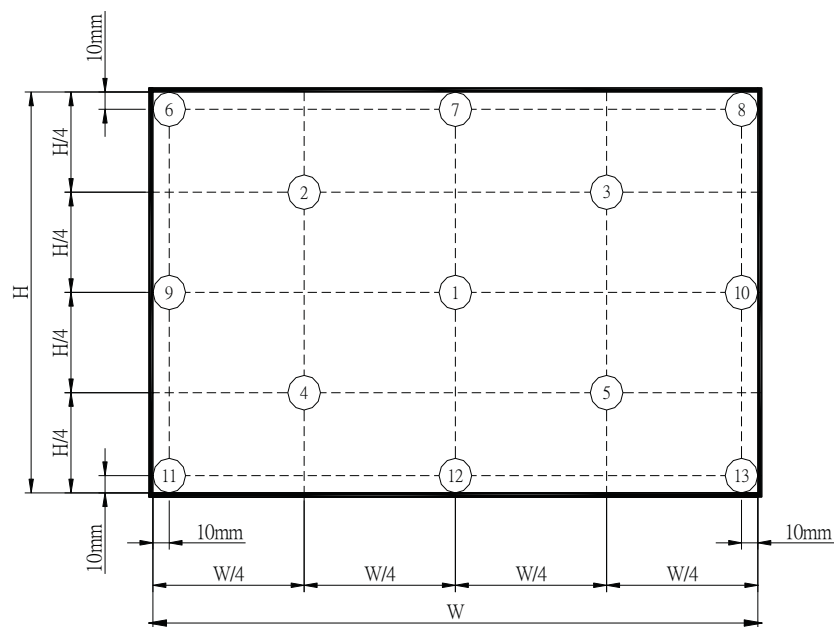
The LCD module should be stabilized at given temperature for 20 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 20 minutes in a windless room.



Note (6) Definition of White Variation ( $\delta W$ ):

Measure the luminance of gray level 63 at 5 points

$$\delta W_{5p} = \text{Minimum} [L(1) + L(2) + L(3) + L(4) + L(5)] / \text{Maximum} [L(1) + L(2) + L(3) + L(4) + L(5)]$$



⊗ : Test Point  
X=1 to 13

Active area

## 8. PRECAUTIONS

### 8.1 HANDLING PRECAUTIONS

- (1) The module should be assembled into the system firmly by using every mounting hole. Be careful not to twist or bend the module.
- (2) While assembling or installing modules, it can only be in the clean area. The dust and oil may cause electrical short or damage the polarizer.
- (3) Use fingerstalls or soft gloves in order to keep display clean during the incoming inspection and assembly process.
- (4) Do not press or scratch the surface harder than a HB pencil lead on the panel because the polarizer is very soft and easily scratched.
- (5) If the surface of the polarizer is dirty, please clean it by some absorbent cotton or soft cloth. Do not use Ketone type materials (ex. Acetone), Ethyl alcohol, Toluene, Ethyl acid or Methyl chloride. It might permanently damage the polarizer due to chemical reaction.
- (6) Wipe off water droplets or oil immediately. Staining and discoloration may occur if they left on panel for a long time.
- (7) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contacting with hands, legs or clothes, it must be washed away thoroughly with soap.
- (8) Protect the module from static electricity, it may cause damage to the C-MOS Gate Array IC.
- (9) Do not disassemble the module.
- (10) Do not pull or fold the lamp wire.
- (11) Pins of I/F connector should not be touched directly with bare hands.

### 8.2 STORAGE PRECAUTIONS

- (1) High temperature or humidity may reduce the performance of module. Please store LCD module within the specified storage conditions.
- (2) It is dangerous that moisture come into or contacted the LCD module, because the moisture may damage LCD module when it is operating.
- (3) It may reduce the display quality if the ambient temperature is lower than 10 °C. For example, the response time will become slowly, and the starting voltage of lamp will be higher than the room temperature.

### 8.3 OPERATION PRECAUTIONS

- (1) Do not pull the I/F connector in or out while the module is operating.
- (2) Always follow the correct power on/off sequence when LCD module is connecting and operating. This can prevent the CMOS LSI chips from damage during latch-up.
- (3) The startup voltage of Backlight is approximately 1000 Volts. It may cause electrical shock while assembling with inverter. Do not disassemble the module or insert anything into the Backlight unit.

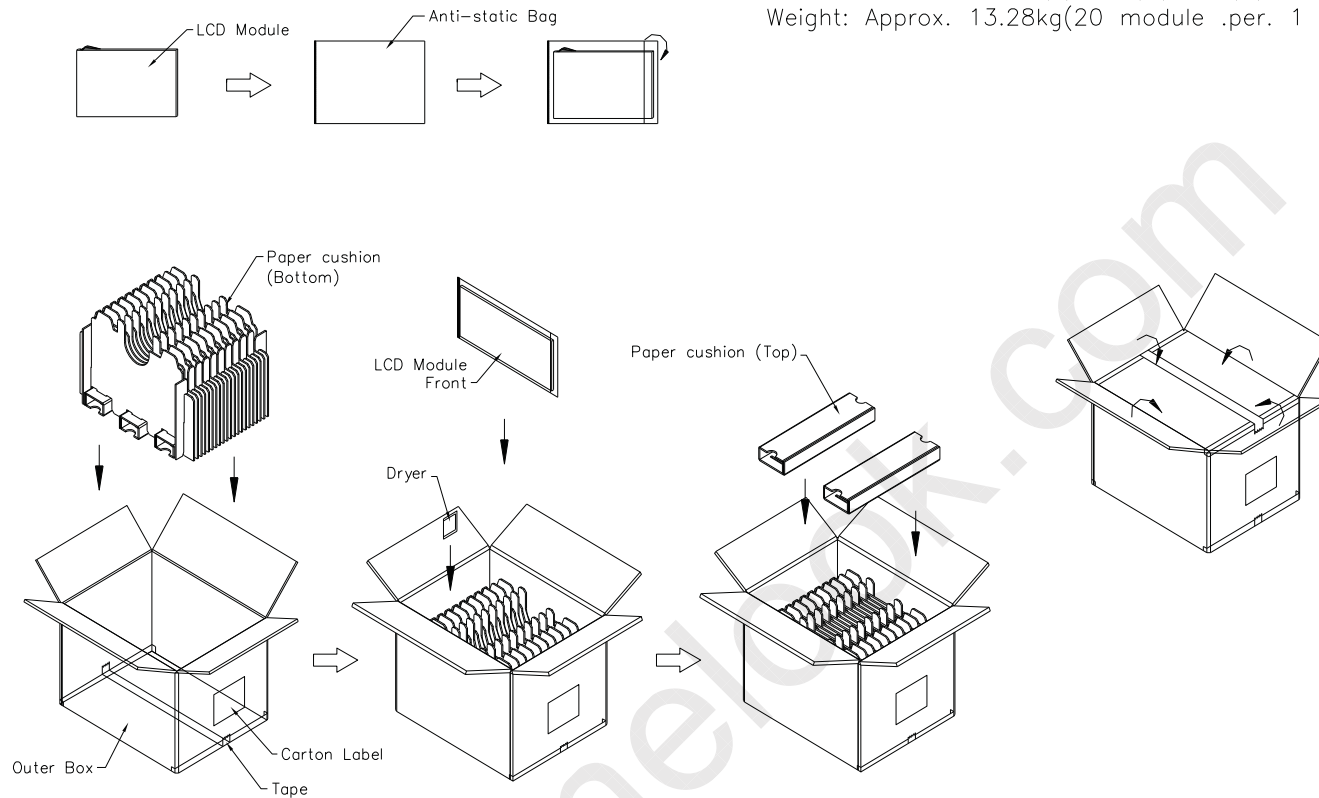


## 9. PACKING

### 9.1 CARTON

Box Dimensions : 435(L)\*350(W)\*325(H)

Weight: Approx. 13.28kg(20 module .per. 1 box)



**Figure. 9-1 Packing method**



## 10. DEFINITION OF LABELS

### 10.1 CMO MODULE LABEL

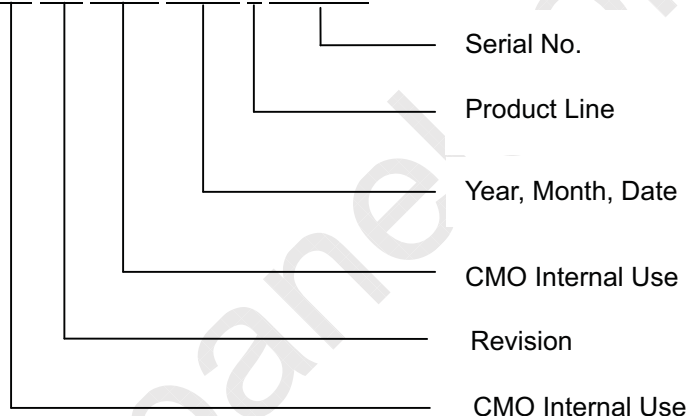
The barcode nameplate is pasted on each module as illustration, and its definitions are as following explanation.



(a) Model Name: N154I3- L02

(b) Revision: Rev. XX, for example: C1, C2 ...etc.

(c) Serial ID: X X X X X X Y M D L N N N N



(d) Production Location: MADE IN CHINA.

(e) UL logo: LEOO especially stands for panel manufactured by CMO NingBo satisfying UL requirement.

Serial ID includes the information as below:

(a) Manufactured Date: Year: 1~9, for 2001~2009

Month: 1~9, A~C, for Jan. ~ Dec.

Day: 1~9, A~Y, for 1<sup>st</sup> to 31<sup>st</sup>, exclude I , O and U

(b) Revision Code: cover all the change

(c) Serial No.: Manufacturing sequence of product

(d) Product Line: 1 -> Line1, 2 -> Line 2, ...etc.



Doc No.:  
Issued Date: Apr. 22, 2008  
Model No.: N154I3-L02

**Approval**

Lenovo Barcode Definition:

**11S PPPPPP Z1Z HHH SSSSSS YMM**

- (a) 11S: Fixed Character
- (b) PPPPPP(P/N): Customer part number (42T0454:Fixed Character)
- (c) Z1Z: Fixed Character
- (d) HHH: Head Code: (DSG: Fixed Character)
- (e) SSSSSS: Serial number
- (f) YMM: manufacturing year and month (Y: The last character of Year; MM: Month)

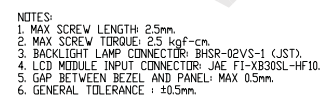
## 10.2 CARTON LABEL




The image shows a template for a carton label. It includes the CHI MEI OPTOELECTRONICS logo at the top left. Below the logo, there are several fields for information: PO. NO., Part ID. (with the example value P/N 42T0454), Model Name (with the example value N154I3-L02), Carton ID., and Quantities. At the bottom left, there is a field for YY/MM. In the center bottom, it says "Made in China". On the right side, there is a circular logo with "GP" inside and "RoHS" below it. A large, diagonal watermark "www.panelook.com" is visible across the entire page.

## Carton Label Explanation

- (1) Part ID: Customer Part Number (P/N:42T0454: Fixed Character)
- (2) Model Name: CMO's Project Name: (N154I3-L02 :Fixed Character)
- (3) YY/MM: Manufacturing Year and Month: (YY: The last two character of Year and MM: Month)
- (4) Production Location: Made in China,.



|   |   |             |             |       |             |       |
|---|---|-------------|-------------|-------|-------------|-------|
| TITLE   | OUTLINE WITH 45MM WIRE DRAWING NIS413-L02/L03/L04 |             |             |       | ED REV. 1A  |       |
|   |   |             |             |       | SD REV. 112 |       |
| Approved  | Bill Sheu   | Drawing No. | NIS40107A   |       |             |       |
| Checked   | Shunnan   | Part No.    | NA          |       |             |       |
| Drafter   | Philip Lau  | Material    |             | Sheet | 1 / 1       | A0    |
| Designer  | Philip Lau  | Date        | 25-Feb-2008 | Scale | 1:1         | Units |
|  <b>CHI MEI</b><br>OPTOELECTRONICS CORP. |   |             |             |       |             |       |
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